

IN THE CLAIMS

1. (currently amended) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;—and

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first operating unit and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second operating unit and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member; and

a vibration-imparting unit arranged in at least one of said first and second grips.

2. (cancelled)

3. (original) The operating device as claimed in claim 1, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

4. (currently amended) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~

third and fourth operating units mounted to said main body so as to be positioned between said first and second grips, said third operating unit having an input element operable to generate a signal, and said fourth operating unit having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

a vibration-imparting unit arranged in at least one of said first and second grips.

5. (cancelled)

6. (original) The operating device as claimed in claim 4, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

7. (currently amended) An operating device for a

game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said one of said spaced positions and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said another one of said spaced positions and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

a vibration-imparting unit arranged in at least one of said first and second grips.

8. (cancelled)

9. (original) The operating device as claimed in claim 7, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

10. (currently amended) An operating device for a

game machine, comprising:

a main body having front and rear sides;
first and second grips protruding at spaced positions from said rear side of said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~

third and fourth operating units mounted to said main body, said third operating unit having an input element operable to generate a signal, and said fourth operating unit having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member, said third and fourth operating units projecting from said main body between said first and second grips~~;~~ and

a vibration-imparting unit arranged in at least one of said first and second grips.

11. (cancelled)

12. (original) The operating device as claimed in claim 10, further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

13. (currently amended) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced

positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

a third operating unit projecting from said first operating unit to a position between said first and second grips, said third operating unit having an input element operable to generate a signal;—and

a fourth operating unit projecting from said second operating unit to a position between said first and second grips, said fourth operating unit having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member; and

a vibration-imparting unit arranged in at least one of said first and second grips.

14. (cancelled)

15. (original) The operating device as claimed in claim 13, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

16. (currently amended) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first grip and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second grip and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

a vibration-imparting unit arranged in at least one of said first and second grips.

17. (cancelled)

18. (original) The operating device as claimed in claim 16, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

19. (currently amended) A game machine, comprising:
a main unit for reading a game program; and
an operating device interconnected with said main unit, said operating device including:

a main body;
first and second grips protruding at spaced positions from said main body;
a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;
a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~
third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first operating unit and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second operating unit and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and
a vibration-imparting unit arranged in at least one of said first and second grips.

20. (currently amended) A game machine, comprising:
a main unit for reading a game program; and
an operating device interconnected with said main unit, said operating device including:
a main body;
first and second grips protruding at spaced positions from said main body;
a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;
a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a

signal;~~and~~

third and fourth operating units mounted to said main body so as to be positioned between said first and second grips, said third operating unit having an input element operable to generate a signal, and said fourth operating unit having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

 a vibration-imparting unit arranged in at least one of said first and second grips.

21. (currently amended) A game machine, comprising:
a main unit for reading a game program;
an operating device interconnected with said main unit, said operating device including:
a main body;
first and second grips protruding at spaced positions from said main body;
the first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;
a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;~~and~~

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said one of said spaced positions and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said another one of said spaced positions and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

a vibration-imparting unit arranged in at least
one of said first and second grips.

22. (currently amended) A game machine, comprising:
a main unit for reading a game program; and
an operating device interconnected with said main
unit, said operating device including:
a main body having front and rear sides;
first and second grips protruding at spaced
positions from said rear side of said main body;
a first operating unit mounted to said main body
adjacent one of said spaced positions, said first operating unit
having an input element operable to generate a signal;
a second operating unit mounted to said main body
adjacent another one of said spaced positions, said second
operating unit having an input element operable to generate a
signal;~~and~~
third and fourth operating units mounted to said
main body, said third operating unit having an input element
operable to generate a signal, and said fourth operating unit
having a rotation member and an input element operable to
generate a signal in response to an operation of said rotation
member, said third and fourth operating units projecting from
said main body between said first and second grips~~;~~ and
 a vibration-imparting unit arranged in at least
one of said first and second grips.

23. (currently amended) A game machine, comprising:
a main unit for reading a game program; and
an operating device interconnected with said main
unit, said operating device including:
a main body;
first and second grips protruding at spaced

positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

a third operating unit projecting from said first operating unit to a position between said first and second grips, said third operating unit having an input element operable to generate a signal;—and

a fourth operating unit projecting from said second operating unit to a position between said first and second grips, said fourth operating unit having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member—; and

a vibration-imparting unit arranged in at least one of said first and second grips.

24. (currently amended) A game machine, comprising:

a main unit for reading a game program; and

an operating device interconnected with said main unit, said operating device including:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a

signal;~~and~~

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first grip and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second grip and having a rotation member and an input element operable to generate a signal in response to an operation of said rotation member~~;~~ and

a vibration-imparting unit arranged in at least one of said first and second grips.

25. (previously presented) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first operating unit and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second operating unit and having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

26. (previously presented) The operating device as claimed in claim 25, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

27. (previously presented) An operating device for a game machine, comprising:

- a main body;

- first and second grips protruding at spaced positions from said main body;

- a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

- a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

- third and fourth operating units mounted to said main body so as to be positioned between said first and second grips, each of said third and fourth operating units having an input element operable to generate a signal; and

- a vibration-imparting unit arranged in each of said first and second grips.

28. (previously presented) The operating device as claimed in claim 27, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of

said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

29. (previously presented) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said one of said spaced positions and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said another one of said spaced positions and having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

30. (previously presented) The operating device as claimed in claim 29, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

31. (previously presented) An operating device for a game machine, comprising:

a main body having front and rear sides;

first and second grips protruding at spaced positions from said rear side of said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, each of said third and fourth operating units having an input element operable to generate a signal, said third and fourth operating units projecting from said main body between said first and second grips; and

a vibration-imparting unit arranged in each of said first and second grips.

32. (previously presented) The operating device as claimed in claim 31, further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

33. (previously presented) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit

having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

a third operating unit projecting from said first operating unit to a position between said first and second grips, said third operating unit having an input element operable to generate a signal;

a fourth operating unit projecting from said second operating unit to a position between said first and second grips, said fourth operating unit having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

34. (previously presented) The operating device as claimed in claim 33, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

35. (previously presented) An operating device for a game machine, comprising:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body

adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first grip and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second grip and having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

36. (previously presented) The operating device as claimed in claim 35, wherein said main body has front and rear sides, said first and second grips protruding from said rear side of said main body, said operating device further comprising fifth and sixth operating units arranged on said front side of said main body, each of said fifth and sixth operating units having an input element operable to generate a signal.

37. (previously presented) A game machine, comprising:

a main unit for reading a game program; and

an operating device interconnected with said main unit, said operating device including:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a

signal;

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first operating unit and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second operating unit and having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

38. (previously presented) A game machine, comprising:

a main unit for reading a game program; and

an operating device interconnected with said main unit, said operating device including:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body so as to be positioned between said first and second grips, each of said third and fourth operating units having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

39. (previously presented) A game machine,

comprising:

- a main unit for reading a game program;
- an operating device interconnected with said main unit, said operating device including:
 - a main body;
 - first and second grips protruding at spaced positions from said main body;
 - the first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;
 - a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;
 - third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said one of said spaced positions and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said another one of said spaced positions and having an input element operable to generate a signal; and
 - a vibration-imparting unit arranged in each of said first and second grips.

40. (previously presented) A game machine, comprising:

- a main unit for reading a game program; and
- an operating device interconnected with said main unit, said operating device including:
 - a main body having front and rear sides;
 - first and second grips protruding at spaced positions from said rear side of said main body;
 - a first operating unit mounted to said main body

adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, each of said third and fourth operating units having an input element operable to generate a signal, said third and fourth operating units projecting from said main body between said first and second grips; and

a vibration-imparting unit arranged in each of said first and second grips.

41. (previously presented) A game machine, comprising:

a main unit for reading a game program; and

an operating device interconnected with said main unit, said operating device including:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

a third operating unit projecting from said first operating unit to a position between said first and second grips, said third operating unit having an input element operable to generate a signal;

a fourth operating unit projecting from said second operating unit to a position between said first and second grips, said fourth operating unit having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

42. (previously presented) A game machine, comprising:

a main unit for reading a game program; and

an operating device interconnected with said main unit, said operating device including:

a main body;

first and second grips protruding at spaced positions from said main body;

a first operating unit mounted to said main body adjacent one of said spaced positions, said first operating unit having an input element operable to generate a signal;

a second operating unit mounted to said main body adjacent another one of said spaced positions, said second operating unit having an input element operable to generate a signal;

third and fourth operating units mounted to said main body, said third operating unit being positioned adjacent said first grip and having an input element operable to generate a signal, and said fourth operating unit being positioned adjacent said second grip and having an input element operable to generate a signal; and

a vibration-imparting unit arranged in each of said first and second grips.

43. (cancelled)

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44. (cancelled)

45. (cancelled)

46. (cancelled)